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OOAD CSCI 4448 - Project 6

Status Summary

Work Done

Our goal for this project is to create a program that can manage pizza orders, similar to ordering pizza from a pizza store like Domino's or Pizza Hut. To estimate the efficiency of our system, we decided to implement a simulation that models a pizza shop (just like the FNCD simulation). Furthermore, we are planning to create a prototype for what our user interface for our system would look like.

So far we have implemented about half of our system using Java. Here is how work was broken down between the group:

- Ramy Kassam: Started implementation of Figma prototype, worked on DoughMasters class, Staff class, Simulation class, and Namer class
- Gustavo Guijarro: Handled staff creation for simulation using factory pattern, transferred reusable files from FNCD simulation to Pizza simulation, worked on Status Summary document
- Zach Remer: Created inventory system for pizzas/ingredients worked on Next Iteration document

Changes or Issues Encountered

One of the major changes from Project 5 to Project 6 is the implementation of a Figma prototype. Initially, we were just going to go with a pizzeria simulation and leave it at that. After a few group meetings, we decided that we should add more to our project, hence a Figma prototype. We wanted to approach this project as if we were actually developing an app or website.

Patterns

As of right now, we have only used one design pattern, which is the factory pattern for creating staff members. Since only about half of our system is implemented we still have yet to use more design patterns. However, we have plans to use many design patterns such as the decorator pattern for customizing pizzas and the strategy pattern for cooking pizzas in different ways.